IN THE CLAIMS:

For the convenience of the Examiner, all claims have been presented whether or not an amendment has been made.

1-25.   (Canceled)

26.   (Previously Presented) An audio conferencing method comprising:

receiving real-time audio data from a source audio client;

attenuating the received real-time audio data and stored audio data associated with a point source based on audio decay characteristics to simulate relative positions of the source audio client, the point source, and a target audio client, wherein each source audio client and each point source is assigned a respective selected decay function from a plurality of predefined decay functions; and

delivering the attenuated audio data to the target audio client.

27.   (Previously Presented) The method of claim 26, wherein the target audio client is the same as the source audio client.

28.   (Previously Presented) The method of claim 26, wherein the target audio client is different than the source audio client.

29.   (Previously Presented) The method of claim 28, further comprising delivering the attenuated data to the source audio client.

30.   (Previously Presented) The method of claim 26, wherein the source audio client, the target audio client, and the point source are displayed as points on a viewing screen from which sound seems to emanate.

31.   (Canceled)

32.   (Previously Presented) The method of claim 26, wherein the point source includes audio data from a user input.

33.   (Previously Presented) The method of claim 30, wherein the source audio client comprises a set-top box audio client that originates from an audio conferencing user.

34.   (Previously Presented) The method of claim 33, wherein the set-top box audio client includes a set-top application for controlling audio data from a microphone or to a speaker.

35.   (Previously Presented) The method of claim 30, wherein the target audio client comprises a set-top box audio client that originates from an audio conferencing user.

36.   (Previously Presented) The method of claim 35, wherein the set-top box audio client includes a set-top application for controlling audio data from a microphone or to a speaker.

37.   (Previously Presented) The method of claim 26, wherein a plurality of source audio clients and a plurality of target audio clients participate in an audio conference.

38.   (Previously Presented) The method of claim 26, further comprising managing one or more audio conferences using an Interface Definition Language that creates and deletes conferences, adds and removes participants to and from the conferences, and changes a volume balance among participants in the conferences.

39.   (Previously Presented) The method of claim 26, wherein attenuating comprises identifying a respective decay factor for each source audio client and for each point source.

40.   (Previously Presented) The method of claim 39, wherein the decay factor is a customized decay factor.

41.   (Previously Presented) The method of claim 39, wherein attenuating further comprises determining weighted respective values between the point source, the source audio client, and the target audio client based on the decay factors identified with the point source and the source audio client.

42.   (Previously Presented) The method of claim 41, wherein attenuating further comprises calculating a mix for the point source, the source audio client, and the target audio client using the weighted values.

43.   (Previously Presented) The method of claim 42, wherein attenuating further comprises refining the mix for the point source, the source audio client, and the target audio client by adjusting a plurality of audio data functions selected from a group consisting of gain control, fade in/fade out, floating point operation elimination, mixing adaption, mixing cut-off, and stream audio.

44.   (Previously Presented) Computer software, stored on a computer-readable medium, comprising instructions for causing a computer processor to perform the following operations:

receive real-time audio data from a source audio client;

attenuate the received real-time audio data and stored audio data associated with a point source based on audio decay characteristics to simulate relative positions of the source audio client, the point source, and a target audio client, wherein each source audio client and each point source is assigned a respective selected decay function from a plurality of predefined decay functions; and

deliver the attenuated audio data to the target audio client.

45.   (Previously Presented) The method of claim 26, wherein the selected decay function comprises a selected decay factor.

46.   (Previously Presented) The method of Claim 26, wherein a plurality of point sources are present in an audio conference.

47.   (Previously Presented) The method of Claim 26, wherein at least a portion of the stored audio data is associated with the source audio client.

48.   (New) The method of Claim 26, wherein attenuating comprises:

calculating a weighted value for each source audio client and each point source based upon the particular decay functions respectively associated with each source audio client and each point source;

wherein each weighted value corresponds to a particular percentage of a maximum volume at which the attenuated audio data may be delivered to the target audio client, and

wherein delivering the attenuated audio data to the target audio client comprises delivering the portion of the attenuated audio data respectively associated with a particular source audio client or a particular point source only if the weighted value respectively associated the particular source audio client or particular point source exceeds a predetermined value.

49.   (New)   The method of Claim 48, wherein the predetermined value is based upon an available amount of computer resources.